



LEO Localizer

User Manual



Young Digital Planet
Educational ePublishing

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Introduction

LEO Localizer is a Young Digital Planet's programme which allows the user to translate texts from a given project to any language without the necessity to interfere in pages' layout created in *LEO Course Editor*.

YDP's products are sold in many different countries and languages. **LEO Localizer** has been created in order to facilitate translation of courses and training modules. The programme extracts texts from any LEO course so that they are ready for translation from the source into the target language. The translated material is re-entered into the software, and the multimedia course is ready to be distributed in the target language.

Note that the whole text is processed as [UTF-8](#), the preferred encoding for e-mail, web pages, and other places where characters are stored or streamed.

Software and hardware requirements

Software and hardware requirements for *LEO Localizer* are as follows:

1. Software requirements:

- at least Windows 2000 (preferably XP or Vista),
- Flash Player,
- the latest Java Runtime Environment.

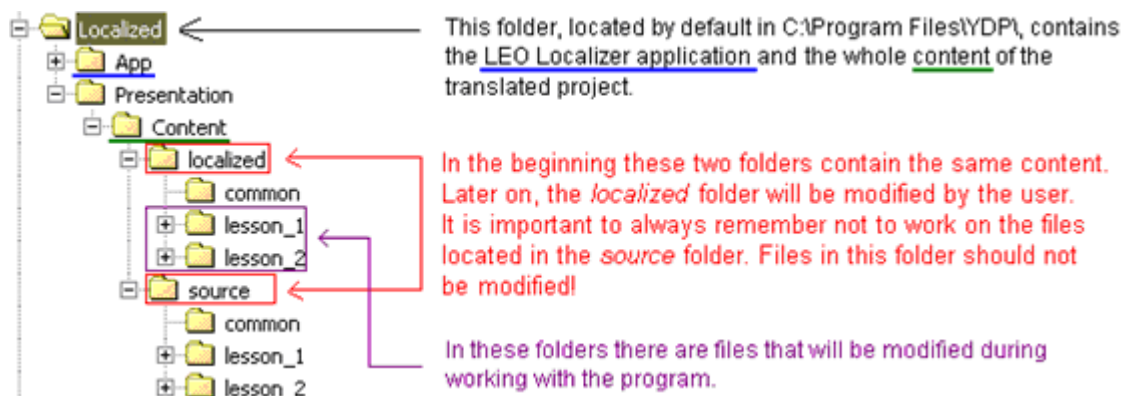
2. Minimum hardware requirements:

- processor: at least 450 MHz,
- RAM: 512MB,
- free hard disk space: 50+ MB.

Installation

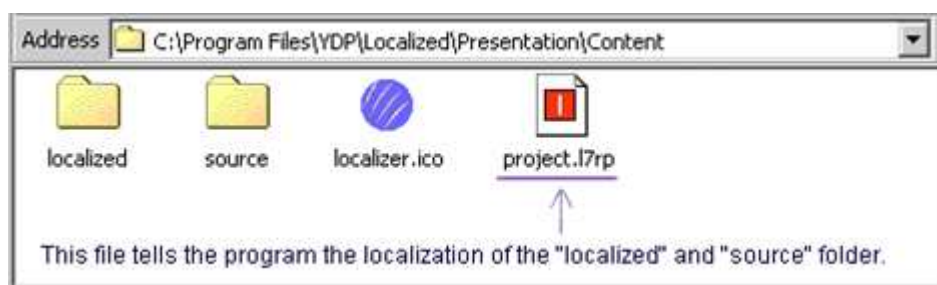
After receiving *LEO Localizer* on a CD-ROM or downloading the programme from one of YDP's servers, double-click on the **Setup.exe** file in the directory and follow the instructions on your screen. The programme will be automatically installed in **C:\Program Files\YDP\Localized**.

The correct structure of the catalogues looks similar to this:



As shown on the tree above, the *Content* folder is located inside the project folder. Here the name of the project is *Presentation*.

Inside of the *Content* folder the user can see the following:



Inside the *localized* folder:



Uninstallation

To uninstall the programme using the Control Panel, perform the following steps:

1. Select **Start/Control Panel**.
2. Select the **Add or Remove Programs (Programs and Features in Windows Vista)**.
3. Scroll down the **Currently installed programs** to find:
Localizer – name of project
4. Select **Localizer – name of project**, click the **Remove** button and follow the instructions. To uninstall *LEO Localizer* it is necessary to delete the **App** folder from:
C:\Program Files\YDP\Localized

Starting without installation

If the installation package has not been supplied it is necessary to make certain preparations.

Create a folder named e.g. *Localizer* on the Desktop or in any other location. The next step is to copy the folder containing the *LEO Localizer* tool (in this example the folder is named *App*) and place it inside the *Localizer* folder. Create a project folder named e.g. *Biology_LS*, *Chemistry_US*, ... depending on the content the user is planning to work with, and place it inside the *Localizer* folder.

Inside the project folder (*Biology_LS*, *Chemistry_US*, ...) place the following elements:

• <i>localized</i> folder • <i>source</i> folder	please pay attention to the names of those two folders!
• project file (*.l7rp)	this file must be properly adjusted (see the description further on)

localized folder

Inside this folder place the following:

- lesson folder, for example *uc_b4_I009* (biology), *uc_c5_I008* (chemistry)

- the *proper* *.flo file (for the above lessons that would be uc_b4_I009.flo and uc_c5_I008.flo)
- the *common* folder, which should be proper for the lessons the user wishes to localize

source folder

Copy here all the files that have previously been placed inside the *localized* folder. At the beginning of work both *localized* and *source* folder should have the same set of files inside..

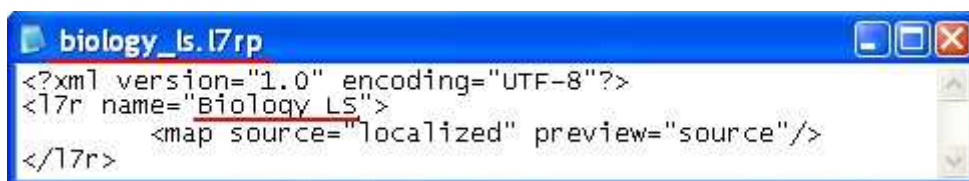
How to adjust the *.l7rp file

Rename the *.l7rp file in such a way that its new name reflects the name of the project you are currently working on, e.g.:

Name of the project folder	Suggested name of the project file (*.l7rp)
Biology_LS	biology_ls.l7rp
Chemistry_US	chemistry_us.l7rp

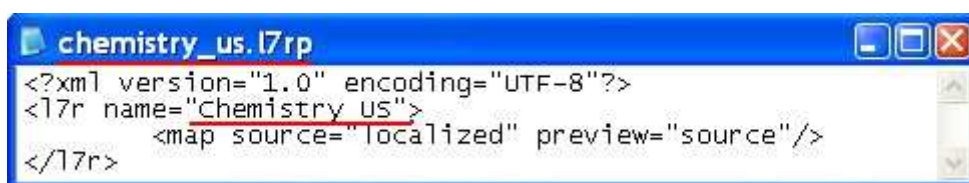
Open the *.l7rp file using e.g. the Notepad in order to change the name of the project, e.g.:

biology_ls.l7rp



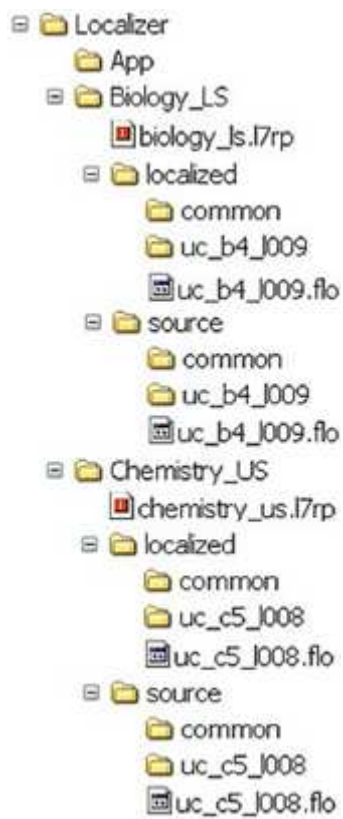
```
<?xml version="1.0" encoding="UTF-8"?>
<l7r name="Biology LS">
  <map source="localized" preview="source"/>
</l7r>
```

chemistry_us.l7rp



```
<?xml version="1.0" encoding="UTF-8"?>
<l7r name="Chemistry US">
  <map source="localized" preview="source"/>
</l7r>
```

The structure of folders should look like this:



Working with LEO Localizer

To use *LEO Localizer* it is not necessary to have advanced computer skills. Basic knowledge of text editors and file operations will be sufficient.

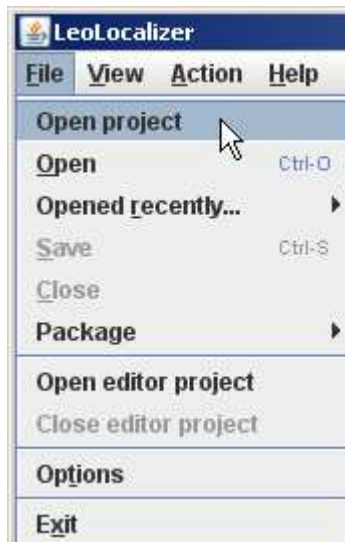
In order to begin work with *LEO Localizer*:

- click on the  icon which will appear on the desktop after the installation,
- or
- go to the *App* folder and double-click on the **localizer.bat** file.

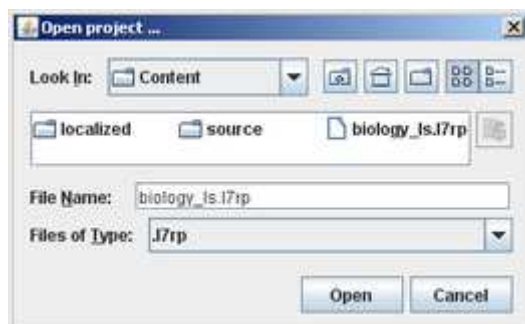
This action will open two windows. Minimise the “black” window, do not close it, because it will close the whole application. The second window is the programme window.

Open project

If the project has been delivered without the installation file, it is necessary to indicate the project:



The project file has an extension *.l7rp*. It can be found in the *Content* folder:



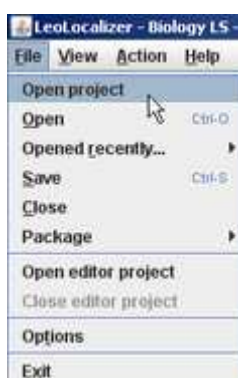
After opening the project, the text visible on the title bar will change, e.g.:



Localizing a course

To localize a course:

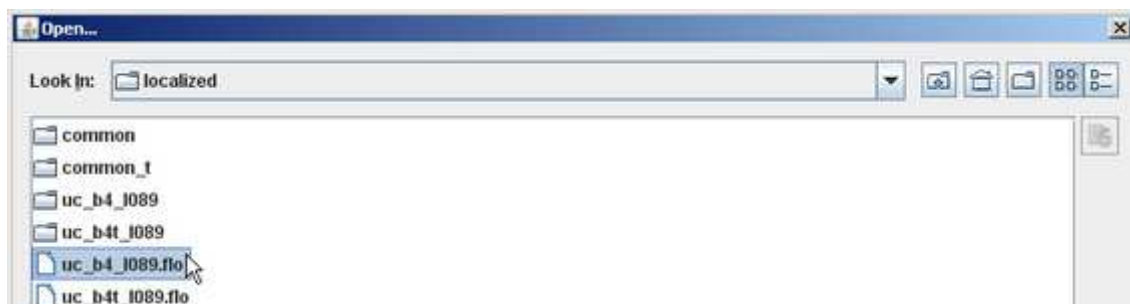
- select *File/Open* from the main menu or use *Ctrl + o* keys combination,



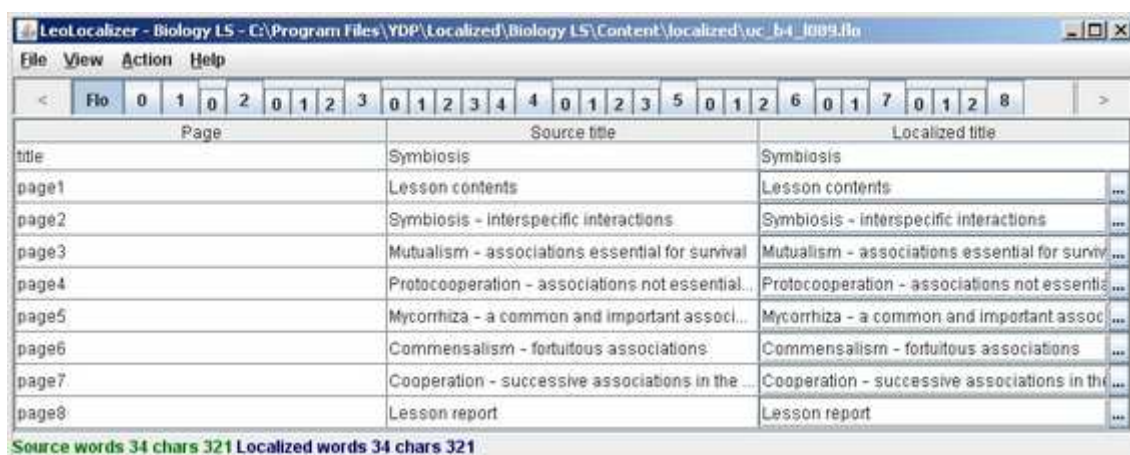
- to begin the localization process choose a lesson (file with extension *.flo) from the **localized** folder

Attention:

It is important to work **ONLY** in the **localized**, not in the **source** folder.



You will see a screen like the one below:

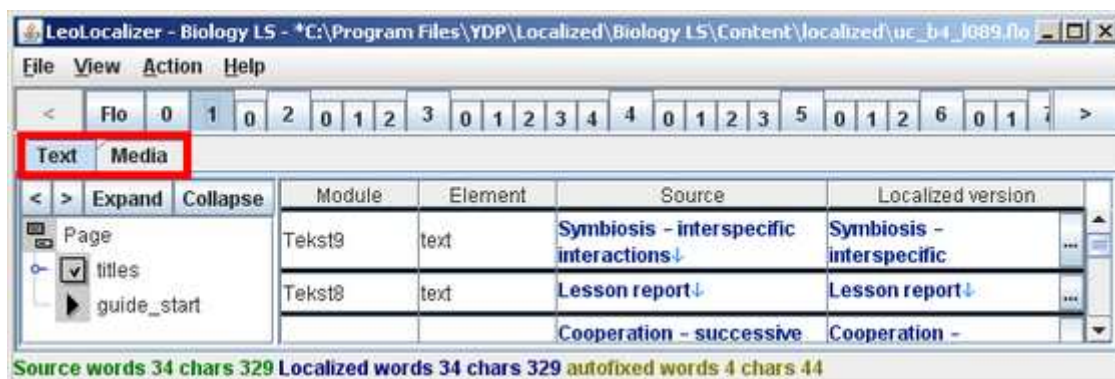


Important elements visible on the above screen:

- big tabs – particular lesson pages,
- small tabs – popup windows,
- *Flo* tab – table of lesson content,
- *0* tab – navigation panel.

Apart from the Flo tab, the content located on the big and small tabs is divided into:

- *Text*,
- *Media*,



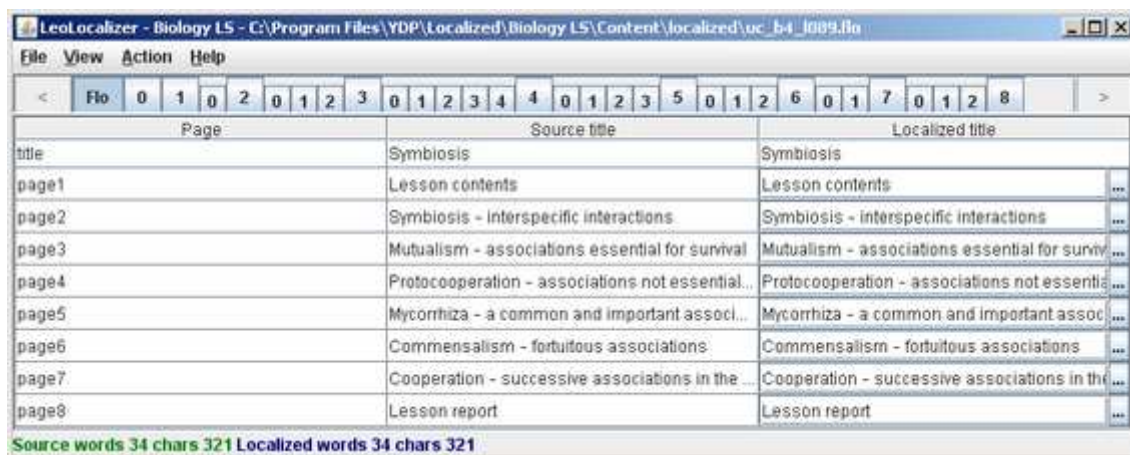
Important elements visible on the above screen:

- *Module* – name of the *Module*, visible also on the *Page* tree (left part of the above screen),
- *Element* – type of the element to be translated in a given module,
- *Source* – original element,
- *Localized version* – elements to be translated.

To translate words that appear many times in a lesson it is recommended to use the [Autofixes](#) option.

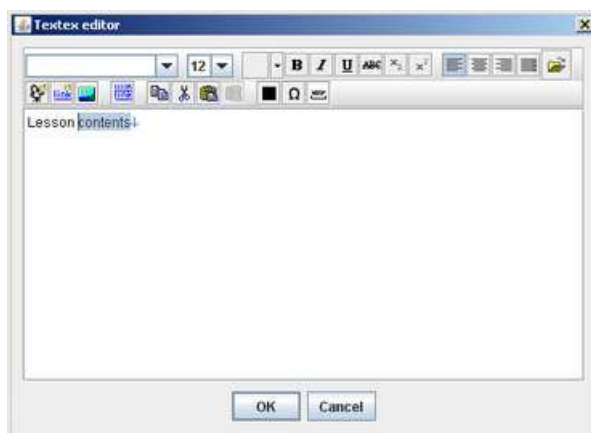
Translating the text on the Text tab

To re-enter the translated text into the course:



- Click on the *edit* button  beside the localized text, or double-click the chosen row in the *Localized* column.
- The *Textex editor* window will appear, where you can type in or paste the translation.

In rows where there is no  button, the below displayed window will not appear.



After marking text or its fragment in the *Textex editor* window, standard functions like: choosing font, format text etc.; become available. Clicking on *OK* will take you back to the main window where you can select the next text to be translated. Repeat this until the whole text is translated. After translating the text and clicking on the *OK* button the localized text becomes visible.

Attention:

It is strongly recommended to save the changes frequently during the translation process.

Show/Hide Elements

In cases when some rows are not to be translated the *Show/Hide Elements* function will be very useful.

To hide elements, mark the row which should not be translated and use the *Ctrl + h* key combination, or choose the *Action/Show/Hide Elements* option from the menu.

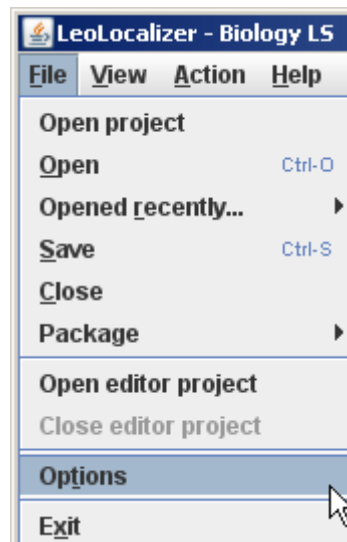
Hidden elements will not be included in the documents exported from *LEO Localizer*.

Autofixes

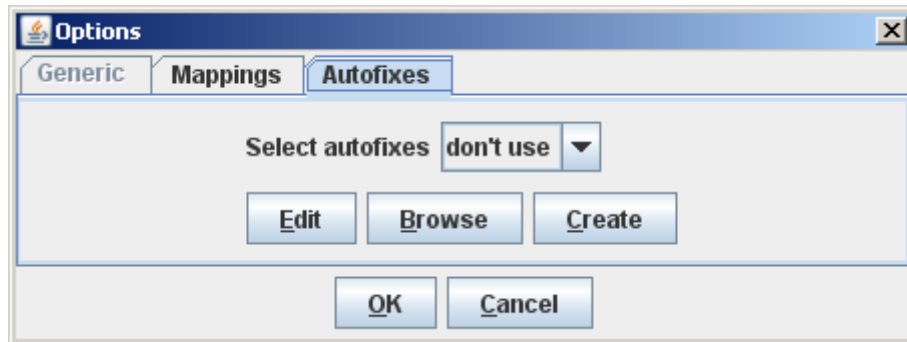
Autofixes are sets of automatic translations of text elements. They are saved as **.laf* files.

To open Autofixes:

- select *File/Option*,



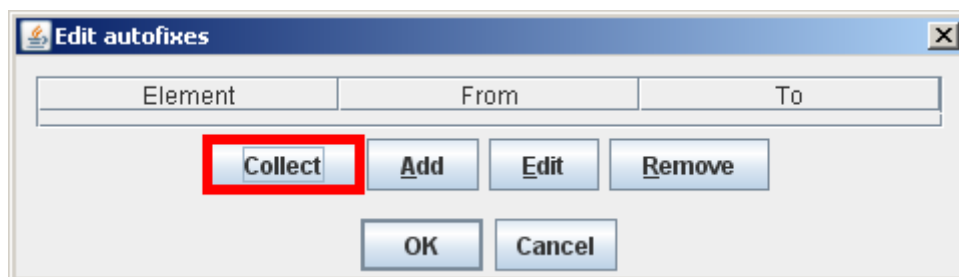
- select *Autofixes* tab,



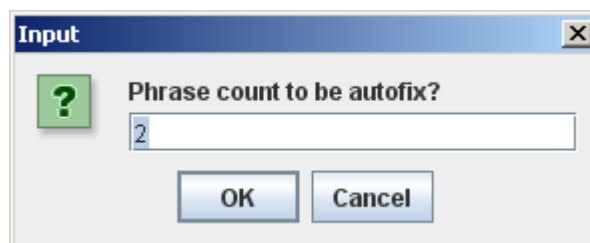
In case of translating words or sentences which occur more than once in a lesson, (e.g. button tooltip) using the *Collect* functionality of Autofixes tab visibly cuts down the time of translation. Moreover, the usage of this option causes reduction of errors/typos made during the translation.

To use the *Collect* option, click on the *Create* button in the *Options* window on the *Autofixes* tab.

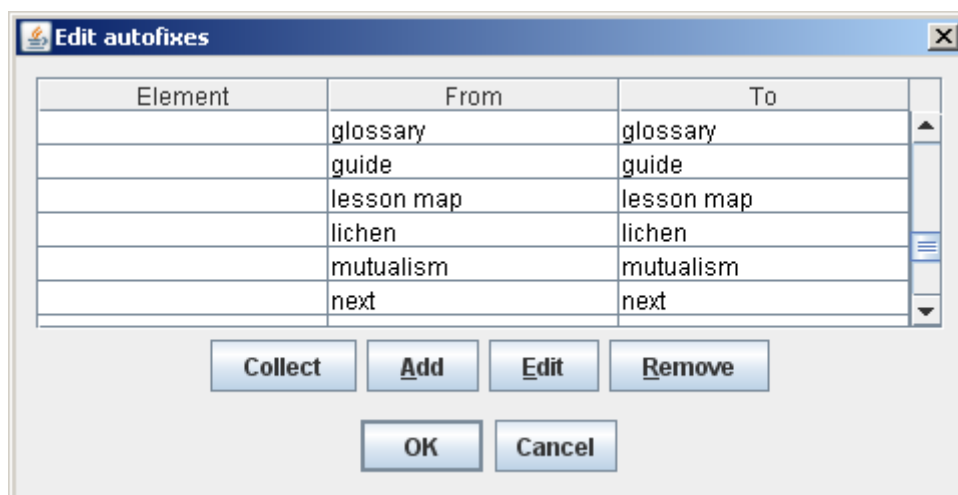
In the next window click on the *Collect* button:



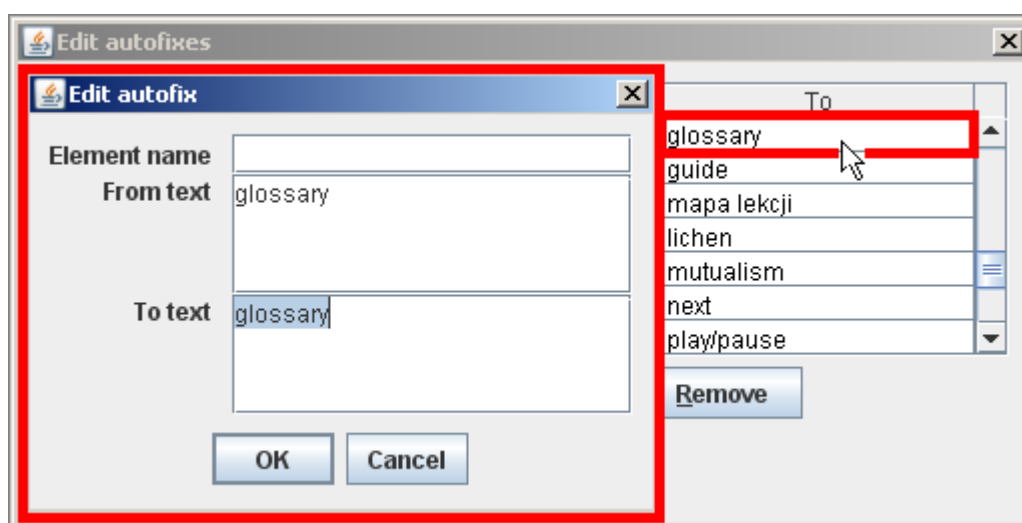
The next step is to define how many times a word or a sentence which we want to translate automatically appears in the lesson e.g.:



After clicking on the OK button all pages will be searched in order to collect words or sentences which appear more than X times in a lesson, where X represents the number entered in the window visible above. After performing this operation a table similar to the one below appears:



To translate the word or sentence, double-click on it in the *To* column, and the *Edit autofix* window will appear:



After all necessary translations have been made, click on *OK*:



Save the autofix with the *.laf* extension. Make sure that the name of your autofix appears in the dropdown next to the *Select autofixes* caption and click *OK*:



The following window will appear:



After clicking *Yes*, the changes will be ready to be applied. It is necessary to open every page that you wish to change and to confirm your decision by clicking *Yes* in the window like the one presented below:



Translating the text on the Media tab

The *Media* tab enables to view and edit all media files located on a selected page. If the *Translation view* option in *View* is checked, it will not be possible to preview media.

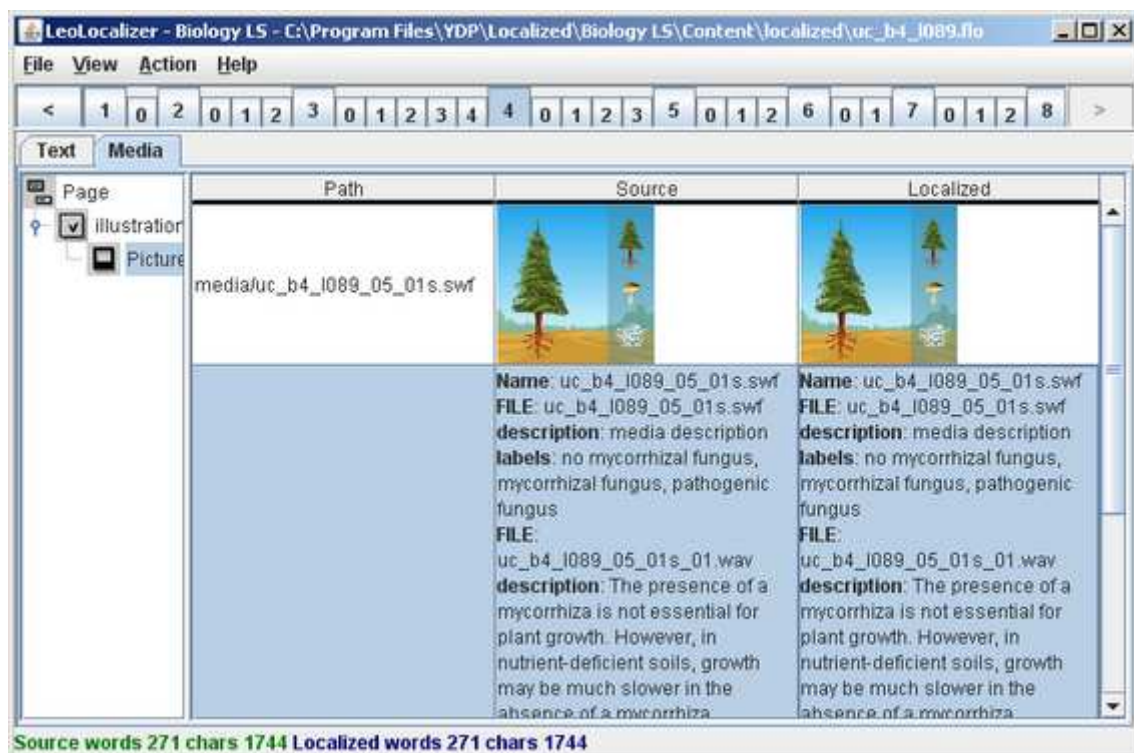
Attention:

Re-entering the text on the *Media* tab does not cause any change in the resource.

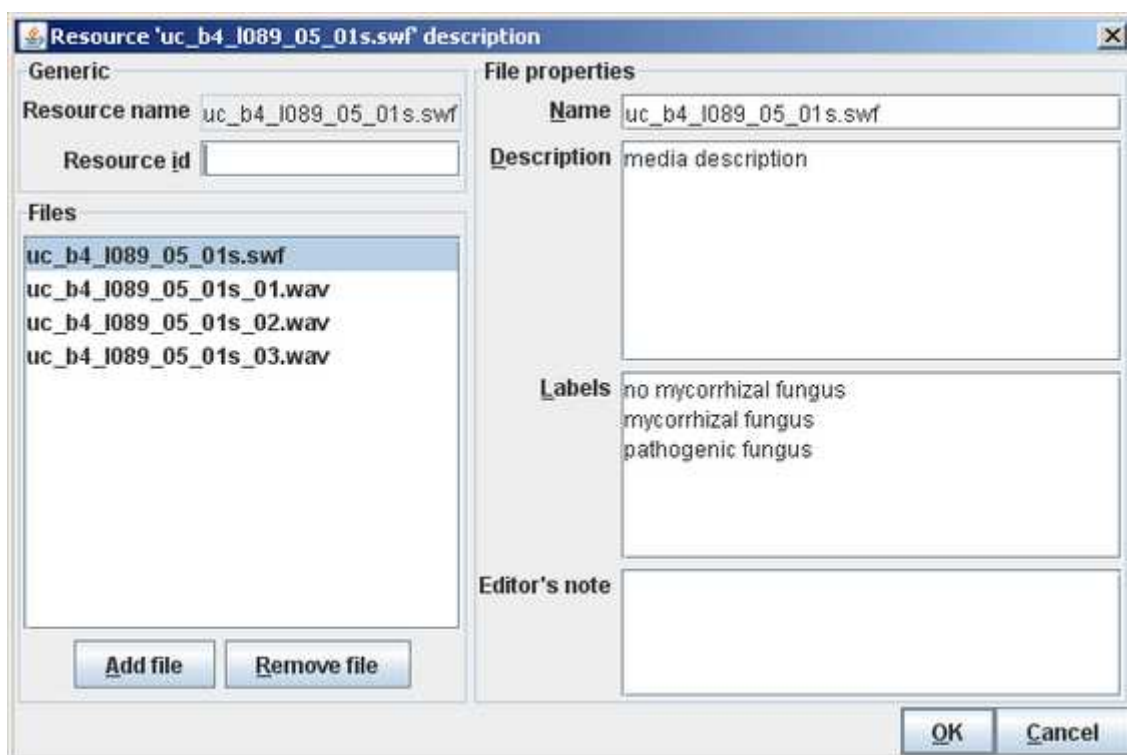
Generally there are three kinds of media:

- audio – narration text,
- video (simulation, animation, slide show etc.) – narration text and labels
- picture – labels.

To preview a media file, double-click on a picture (or speaker icon in case of a .wav file).



Double-clicking on text in the *Localized* column opens an edit window like the one below:



The *Resource description* window contains the following elements (none of these will be visible after exporting the page):

- Resource id (from AMS database),
- Files – one resource can consist of several files which cooperate with each other,
- Name,
- Description – media description or narration texts,
- Labels – labels which appear in a given resource (mainly animations),
- Editor's note.

Attention:

It is strongly recommended to save changes frequently during the translation process.

Re-entering Media

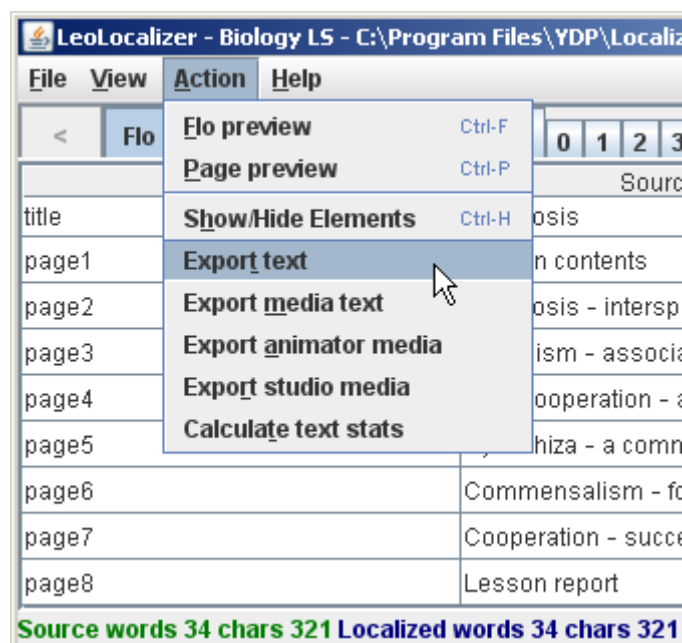
It is necessary to overwrite the original files in the *localized/.../media* folder with the new, localized media files.

Exporting text

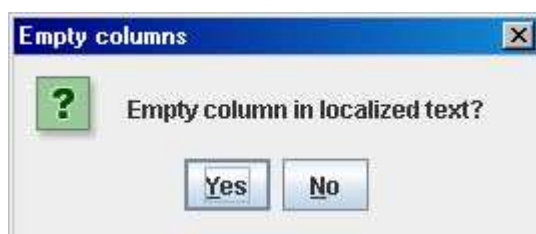
Exporting plain text

To export plain text select:

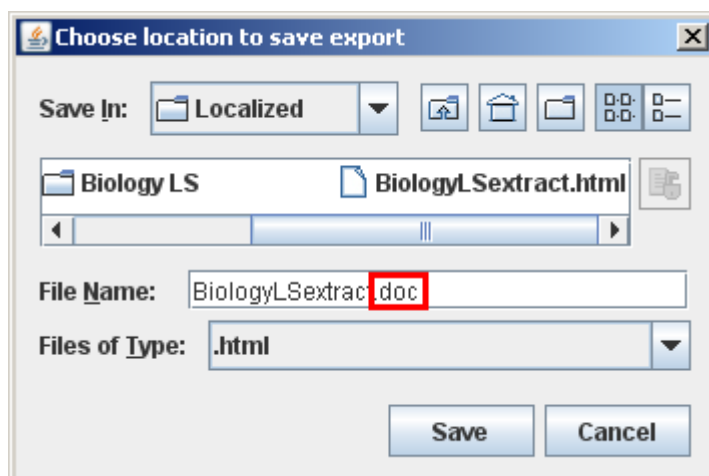
- *Action/Export text.*



Decide whether or not you want to empty the *Localized* column. Choosing Yes will empty the *Localized* column but only in the exported text (saved as an *.html* or *.doc* file) not in *LEO Localizer*.



By default the text will be exported as *.html* file but to edit it you need to open it with word processor. In order to do that, save the file with *.doc* extension at the end of the file's name:



After the export is finished, a report window will appear.

Below the fragment of the exported text with empty *Localized* column in word processor view:

Flo C:\Program Files\YDP\Localized\Biology LS\Content\localized\uc_b4_1089.flo

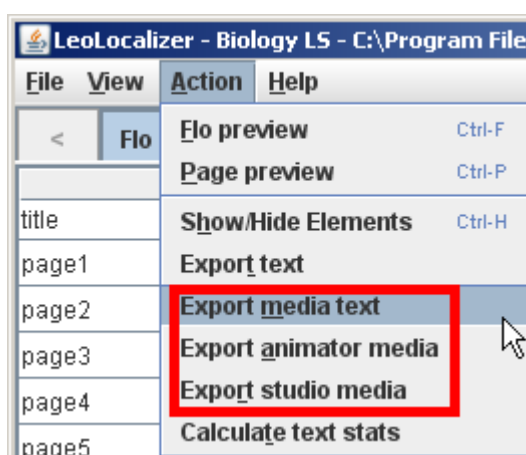
Flo uc_b4_1089.flo

Page	Source title	Localized title
title	Symbiosis	
page1	Lesson contents	
page2	Symbiosis – interspecific interactions	
page3	Mutualism – associations essential for survival	
page4	Protocooperation – associations not essential for survival	

Exporting media text

LEO Localizer makes it possible to export media text in three ways:

- *Export media text* – export of all media texts,
- *Export animator media* – export of media texts intended for animators (e.g. labels from animations),
- *Export studio media* – export of media texts intended for a recording studio (e.g. narration texts).



Act in the same way as with extracting [plain text](#).

Packages

Attention:

To be able to work with packages it is necessary to have a project file (*.l7rp).

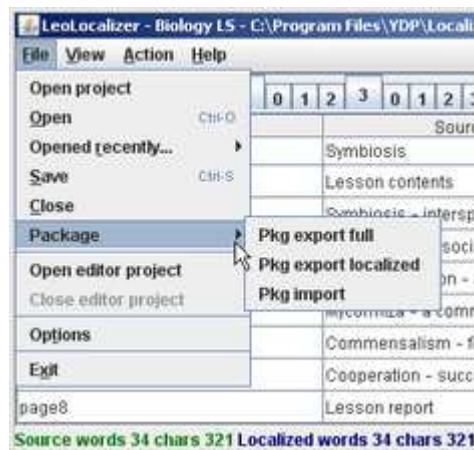
Package export

LEO Localizer has the ability to export two kinds of packages:

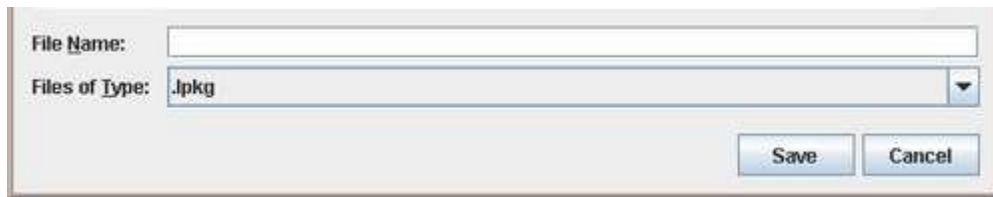
- **full** – all files from the *LEO Localizer* directory,
- **localized** – only files from the *localized* folder (*.page files).

To export a package select:

- *File/Package/Pkg export full*,
or to export only files from the *localized* folder,
- *File/Package/Pkg export localized*:



When asked where to save the package, select a chosen directory, write the name of the package in the *File Name* and click *Save* button:

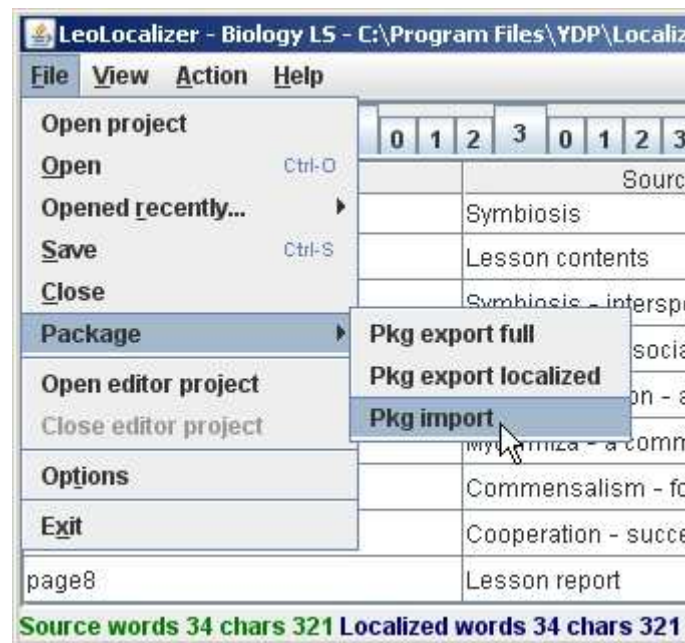


The lesson will be exported to one file with *.lpkg* extension. In order to unpack the archive, use an archive tool.

Package import

To import a package select:

- *File/Package/Pkg import*



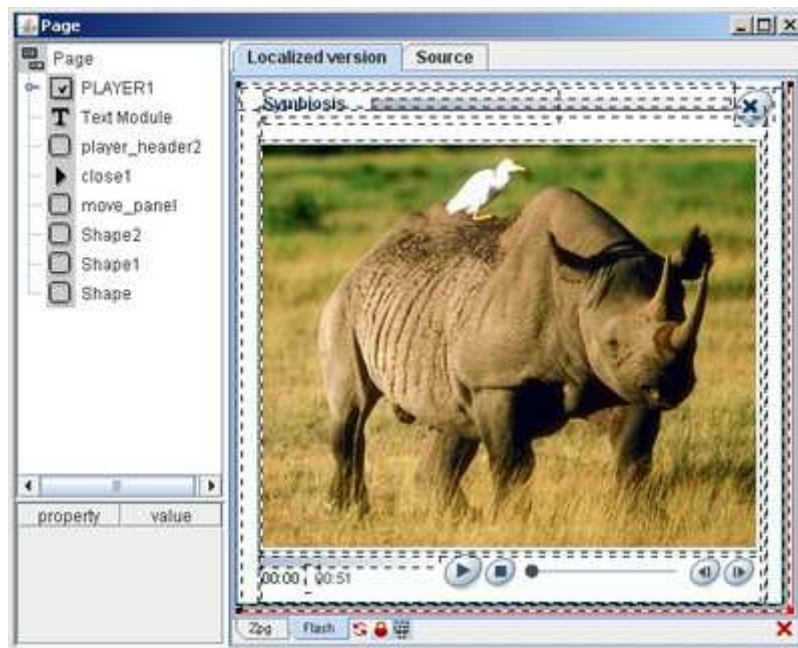
Indicate the package chosen to be imported and click Save button:



Next, follow the instructions on the screen.

Additional functions

- *View/Show page* – shows the window with the elements of the page and makes it possible to change their size and position. Any translations that have already been made and saved will be visible.



- *Action/Flo preview* – allows you to view the lesson's localized version in *Flash Player* view.
- *Action/Page preview* – allows you to view the page's localized version in *Flash Player* view.
- *View/Show/Hide elements* – allows you to show/hide elements.
- *Action/Calculate text stats* – allows you to calculate words and characters (chars) in the whole lesson. Note that spaces and special characters are not included in those calculations. The number of words and characters (chars) in a single page or popup is displayed in the left lower corner of the *LEO Localizer* window.